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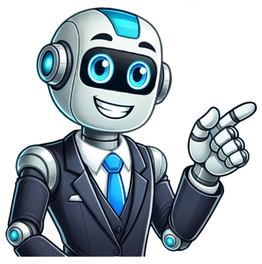

Lina Inverse, also called the Dra-Mata (Dragon-Spooker) by people ignorant of her hair-trigger temper, is one of the most powerful users of Black Magic in the Slayers world to date. By the age of seventeen she has so far aided in the downfall of two major demi-gods of darkness, as well as numerous other quests of justice... however, such is the price she pays for her great knowledge. By the age of fifteen, Lina had already created quite a reputation for herself. Her reputation was so great that she even had fans, or rivals as some might say, one of which tracked down Lina and insisted on traveling with her. This woman's name was Naga. Together the two travelled throughout the countryside, doing odd jobs for people and generally making a living off of vanquishing evil. (Naga's adventures mark the 'Slayers Special' storylines, which are covered in the movies and OVA's.) For reasons not clear, Naga and Lina parted ways, and later, Lina met Gourry Gabriev. Having conquered the Dragon no Kiba (Dragons' Fang) gang, she found in Gourry a traveling companion. Along the course of their first few adventures together, they gained a few more traveling companions : Zelgadiss, Amelia, Sylphiel, Xelloss, Martina, and Phyria. Lina is pretty much the antithesis of your traditional anime heroine. For one thing, she's not stacked; she's actually rather diminutive in stature. Gourry and less tactful individuals would call her flat-chested, despite the way she's actually drawn in the anime. (Then again, Amelia's fourteen and still bigger than Lina...) But though she looks small, she could easily out-eat just about anyone else her size; indeed, her zeal for food is the primary motivation for many a quest. (Incidentally, most of the first half of the Slayers Next series has opening scenes in a restaurant of some sort...) Lina's main motivations would definitely seem to be money and power. She has a strong conscience, fighting for truth and justice, but these are largely latent, often overshadowed by greed. Like the fabled Robin Hood, she steals from bandits, but rather than re-distributing the wealth to the poor, Lina keeps it for herself. She fancies herself as the "beautiful genius sorceress Lina Inverse" who does great deeds for justice, and for a good deal of that she's right, but she's definitely not the shining example of justice Amelia hopes to be. Rather, her main objective seems to be getting all the magical power that she can, and learning as much as possible, to keep anyone else from bothering her. Strong-willed, not much really deters Lina from her goal, not even her friends. Often times, in order to keep the element of surprise, Lina can be found incinerating both foes and friends in a single blast. Lina often wants the quickest, shortest way to her goals as possible, and slowing down to worry about morality or ethics just gets in the way of that. Most often, she keeps a happy smile on her face, despite whatever is going on - getting depressed slows a person down too, so she figures the best way to get stuff done is to be as cheerful as possible, or at least to seem that way. All in all, Lina's got her own act together; in her mind, it's just everyone else who's got a problem. Statistics Full Name: Lina Inverse * Alternate Spellings: (* indicates official spellings) Rina Inverse Rina Inbaasu * (katakana) Also known as: Bandit-Killer Dora-Mata (Dragon Spooker) Enemy of All Living Things "that flat-chested, brainless, breastless sorceress" "the beautiful, genius sorceress Lina Inverse" (in her own mind) Sex: Female Blood Type: A Hometown: Zefielia Accomplishments: * Destroyed Dragon no Kiba (Dragon's Fang) gang * Assisted defeat of Joylock, in Mipross * Primarily responsible for death of Ruby-Eye Shabranigdu, Lord of Darkness * Primarily responsible for QUITE a bit of random property destruction * Assisted defeat of Copy Rezo, Chaos-Dragon Gaav, Fibrizo the Hellmaster, Valgaav, and many many others * Assisted in the reversal of the re-awakening of Dark Star (Slayers TRY) and Shabranigdu (Slayers Royal) * ... and MANY more things... Specialty: Black Magic : Offensive Shamanism : Fire Magic Voice Actress (Japanese): (English): Hayashibara Megumi Lisa Ortiz (Software Sculptors) Cynthia Martinez (ADV) Appearances: Slayers 1st TV Series Slayers NEXT (TV Series) Slayers TRY (TV Series) Slayers: Legend of Darkness #1-5 (Manga) Slayers: Dragon Comics Special (Manga) Slayers (Super Famicom game) Slayers Royal (Sega Saturn game) Slayers Perfect (The Motion Picture) Slayers Return Slayers G (Great) Slayers Delicious Relatives: Luna Inverse (Sister) Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 1999.04.01 (Thu) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Xelloss HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. Slayers Royal was the first Slayers game released for the mid-90's CD-ROM based game console systems. Released on the Sega Saturn, and more recently, the Sony Playstation, the game blends a turn-based three-quarters overhead strategy game with a simple RPG-style interface. While not a full-fledged roleplaying game, the game is definitely enjoyable for fans of Slayers, with full-motion video abounds (11 sequences in all, for the Saturn version) and a LOT of digitized voice sampling. Gameplay : Adventure Mode Adventure Mode itself has two components : Conversation and Roaming. In Conversations, simply use the A or C button to go to the next screen of text, and use the D-pad to choose options. Just about all throughout the game, the A and C buttons select an option, and the B button will either pull up a menu or cancel. In the Roaming mode, it's a bit more complicated, but not horribly. Whenever the eye cursor is onscreen, you can move it around with the D-pad. The A and C buttons 'look at' or 'talk to' the object underneath the eye cursor, but the targeting is pretty finicky, i.e. you must be RIGHT on top of someone's eyes or mouth in order to talk to them. By pressing different buttons in Roaming mode you can access different options. The B button pulls up a small menu, on which the icons are [travel], [save], [load], and [configure]. More on the 'travel' option in a little bit... the 'save' and 'load' icons should be self-explanatory for most Saturn owners, they save and load games into your Saturn memory. Configure options are as follows, I will confess now that I never fiddled with these and have no clue how to translate them ^_^; First menu: [] [] [] [] Comment Speed Navigation ?? Comments ?? Second menu: [] [] [] [] [] [] [] Animation ?? Self Greed ?! Sound ??! Navigation ?? Third menu (System): [] [] [] [] Sound In certain locations, other options come up. Shops bring up the [Buy] and [Sell] options, inns bring up the [Sleep/Rest] option, and restaurants allow you the [Eat] option. When at an inn, if there is only one selection for Rest, then it will be to sleep overnight. Otherwise, the first one will be to rest until nightfall, and the second will be an overnight stay. I'm not sure the difference between the eating options, though I think that the first one is the Lina specialty - gorging yourself to exhaustion - and the second is to just eat a little. The second seems to be easier on the budget. The Y button calls up a menu which allows you to look at your character stats and items. I would guess that you can level-up at certain points in the game, some stats seem to be different for each character, depending on their strengths. For example, Zelgadiss has 'Golem', 'Demon', and 'Serious' whereas it seems Amelia has more justice-oriented statistics. The similar stats are HP = Hit Points, MP = Magic Points (these maxes do not change throughout the game), ATC = Attack, DEF = Defense, HIT = To-Hit skill, INT = Intelligence, as in how well your character thinks when you aren't controlling him/her (as in, between rounds). Unlike other menus, you've got to hit Y again to leave this menu. The Z button, or the 'Travel' option in the B-button menu, allows you to move from place to place. Usually, there are a few different types of places you can go within a city. Inns / Hotels: Here's where you stay the night, or rest for a few hours. Restaurants: You go here to eat. Big surprise :) Streets: You have to be on the main street of a town in order for the 'Leave Town' icon to show up. Stores: Every so often, you can go to a store and buy useful things, though I don't think I've ever bought anything useful at a store yet o_o; Special Areas: Most towns have special buildings that you can enter. Leave Town: This icon only shows up in the main entrance: it looks like a mountain range and usually appears in the lower right corner of the map. Gameplay : Battle Mode Battle Mode is a bit more complicated than Adventure Mode, and it tends to be where you'll spend most of your time, and most of the real GAME. Oh, and before I start explaining anything else, DON'T EVER HIT THE Z BUTTON!! The Game Plan:The basic idea behind this fighting engine is that it is round-based. In other words, you select what you want your characters to do, and then turn on 'Real-Time' mode to let them do it. Of course, the enemies get to act in Real-Time mode, as well. The Z button is one way of turning on Real-Time Mode, but to turn it off and select a new action, you have to hit the B button. Sometimes, you have to hit the B button several times to get it to recognize that you want to leave Real-Time mode. Whenever it recognizes it, the status bar in the upper right will read 'Chotto matte ne' (Please Wait) to reflect it; whenever the enemies are done moving, then you get to select what you want your characters to do. If you don't hit the B button in time to leave Real-Time mode, you will NOT get to select a new action, and thus if your characters beat the enemy they were attacking, they stand there and do nothing. Unless they're in AI mode, in which case they'll automatically figure out what to do next. The Screen: Your characters are the recognizable Slayers characters. The enemies, in almost all cases, are the ones you shouldn't recognize. (Except Lark! ^_^) If you don't see a little bar at the bottom of the screen, hit the X button to pull it up. You should see each of the characters' names in katakana, along with their statistics. Let's take Lina, for example, who always shows up first. You should see her name, 135/135, 195/195. The first pair of numbers is hit points, the second is magic points. The first number of each pair is the current number of points, the second is the maximum. You can't ever have more than your maximum. Your hit points will go down as you get hit, and your magic points will go down as you cast spells. Your magic points gradually refill, but your hit points can only be refilled by magic spells like 'Recovery'. Gourry cannot use magic, all the other characters can. For magic-users, there may also appear a small bubble with an exclamation point inside. If this bubble is visible, the character whom it appears by cannot cast magic for this round of gameplay. The color of the exclamation point indicates how long before the character can cast magic again: blue means a long time (about three or so rounds), red means the next round of play, and the other colors are in between. Of course, the lag time between spells depends on the proficiency of the mage; Lina can cast fire spells quicker than Lark. Of course, other factors can cause an exclamation point to appear, like getting smacked by an enemy's spell. The Menus: As you move the cursor around, you can hit the A or C button to select a particular character. To move between characters quickly, just hit the L or R buttons on the front of the controller. If you select an enemy with the A or C button, you will only see their hit points and name, but if you click on a player character, you can also select from a menu. Now, the menus are a little bit tricky to understand... All your characters start off in 'AI' mode. If you wanted to, you could leave your characters in AI mode and let them fend for themselves in Real-Time Mode, but this would generally be a bad idea because the computer AI, quite frankly, SUCKS for anyone who doesn't have magic ready. But the computer DOES know when and where to use particular spells, so occasionally if you're stuck you might want to just leave it in AI mode. Ahem. In any case, there are two sets of menus : the AI control menu, and the Action menu. The AI control menu has four icons, going counter-clockwise: [AI off], [Shield], [Sword], and [?]. The Action menu also has four icons, counter-clockwise: [AI menu], [Attack], [Defend], and [Cast Magic]. When your characters are in AI mode, and you click on them, you will be in the Action menu, and all icons except for [AI] will be crossed out. So if you want to leave AI on, hit the B button, else select [AI] and hit A or C to go to the AI Control Menu. From here you can either select aggressive AI (the sword), defensive AI (the shield), random AI (the question-mark), or to turn AI off. If you turn off AI, your characters will just STAND there unless you tell them something to do. Usually, if you have your cursor on a character, and they don't have a thought blinking over their head to indicate motion, attack, or something else, then they aren't going to do anything once Real-Time Mode is enacted. To make them more productive, hit the A or C button to bring up a menu and give them something to do. If AI mode is off and the character can still move, then you can actually select one of the Action menu icons - you can fight, set defense options, or cast a spell. The fight menu has three main options: attack (person with a sword), shove (person shoulder-blocking), or run/maneuver (person running). If you select attack, you will be prompted to select your target. Yes, you can attack your friends, though this is only useful for waking them up. Same goes for shove, but instead of attacking, you can shove the target one square back if you are successful. Run moves you to the target location as quick as you can. Oh, by the way, Lina has a special fourth option: Bunny Slipper. Just like attack, but it only does one point of damage. But one day, though, I actually made Mossman run away with a Bunny Slipper, so maybe it does a bit more than that ^_- The defense options menu allows you to determine what your character does when attacked. The sword option means that your character will try to counterattack, the other options let you sidestep within the same square, dodge to another square, or just stand there and take the damage. To cast a spell, you cannot have an exclamation point over your character's name, and you'd better not be Gourry. Certain spells won't work against certain enemies, i.e. flames don't work well against Brass Demons, and nothing but spirit magic works against Living Mail. Each spell has an MP cost (how many magic points it takes to cast), a damage rating, a to-hit bonus, and a 'Step' rating, which indicates how many rounds the spellcaster will be unable to cast any OTHER spells. Also, each spell has a different blast effect: some common spell effects are cone-shaped (Dragu-Slave), some are linear (Flare Lance), some are circular/plus-shaped (Fireball), some are single-square targets, and some are simply touch-range or for the spellcaster only. Each spell has to be targeted as well - be wary on setting targets. It's not wise to try and throw a fireball over your companion's head, for example. It WON'T work. It's also not wise to throw a fireball into a square adjacent to your friend. That'll hurt them, as well. Oh, and you can also get more options by pressing the B button without a character selected. This will give you a menu with the options [Real-Time Mode], [Save], [Load], and [Configure] - the Real-Time Mode button does the same thing as the Z button, and the other three do the same as they do in Adventure Mode. Note that it's better to use this method of entering Real-Time Mode, as it's just WAY too easy to 'accidentally' hit the Z button... Hints General Advice : If you see full-motion video, you're doing something right. ^_- Conversations : Knowing Japanese usually helps in the conversations, considering there's never any English aside from the occasional numbers. Luckily, the conversation component of Slayers Royal isn't too terribly complex. In most conversations, whenever a choice comes up, I got by just selecting the first option. In bartering for goods, usually you want the lowest price; the last option will be the lowest price. Eventually you learn to recognize which symbols mean 'No, I don't want to buy anything' - these are usually the ones without numbers. :) Inside Cities : There's a trick to roaming around the game - do EVERYTHING YOU CAN in EVERY CITY. Whenever going to a new city, you should walk to all locations and do everything you can. Talk to everyone who looks like they're paying attention to you; if they're not looking at you, usually you can't talk to them. Though sometimes it'd be good to click on doors if they're obvious, too :) After that's done, go to the inn in the city and rest a few hours until nightfall. Once nightfall arrives, the only places you can go are usually restaurants and the inn, so go to the restaurant and talk to everyone there. Oh, and usually gorging yourself at the restaurant's a good idea too, as that seems to be the main way to level-up. After eating, go back to the inn and get a good night's rest. If nothing 'special' has happened in the city by morning, walk around the town again - you shouldn't have to look at anyone, just do a quick run-through. Then, if nothing else has happened by NOW, go look somewhere else. Mazes : I have no help for ya here, I just kinda brute-forced my way through the mazes, and I think that's what you have to do; just take all the right-handed paths until you can't any more, then back up and try the left ones if you dead-end. Outside Cities : Whenever you're outside a city, your options are usually pretty limited. The best thing to do is learn which cities are which... your ultimate goal in the game is Lezariam. The city you are currently at is at the top of the screen here, and your destination is shown at the bottom. Lezariam seems to be in the lower-left area of the world, at least on my lame map. Pay attention to conversations, and you can probably get hints about where to head to. By the time you get to Saillune you're about halfway through the game - you find companions in this order: Naga, Lark, Zelgadiss, Amelia, Sylpheel, and Naga again. Trip : I'll probably have to go through the game again before I can list all the cities here (the Japanese names) for a walkthrough ^_^; Get Bonus Points for Dill-Branding Naga! After the first conversation in town, go to the center of town, and talk for a while. Then, go to the lower-left icon in the town, and then try to go back to the restaurant. Naga will make some comment about how they just LEFT the restaurant, and Lina will get quite irritated and Dill-Brand Naga into the stratosphere. You get to level-up for doing that, so it's actually worth doing. Ending : Well, the group splits into two parts - Zelgadiss, Sylpheel, Amelia, and Gourry hold off the hordes of monsters while Lina and Lark, joined later by Naga, face the bigbadguy Diol in an attempt to stop him from resurrecting Shabranigdu. After the altar and Lezariam necklace are destroyed, Lina, Naga, and Lark free Rynea, Lark's sister, and head outside. Now... according to Ansel Wilson: "When Rynea was a child, her father told them that it's possible that someone could come looking for the Lezarium Necklace and try to resurrect Shabranigdu. (Smart old man, eh?) Apparently, if the necklace were destroyed, the resurrection could not take place. Lina then says that if their father told them about that, then why didn't Lark mention it? Rynea says that Lark used to sleep through those stories. Hence the Lark-beating by Lina and Naga." Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 2000.01.25 (Tue) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Xelloss HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. Image songs! Get your image songs! One for every character! This is another one of those CDs you must buy- unless you want to get the Best of Slayers, which renders this almost completely redundant. It’s simpler to just go track by track here- all of the songs here are notable, because they’re all vocals. Note: That also means that this review got long. Release date: [not available] Producer: Vink3 1. Take Your Courage A little experiment in English-language Slayers songwriting (it’s technically to the tune of TRY ending Don’t Be Discouraged, although it sounds little like it). The vocals make sense, the singer can sing, the mixing is decent. Bizzare for an English Slayers song, but there you go. 2. Breeze The TRY opener. Though I freely admit that it’s a little slower and less catchy than Get Along or Give a Reason, I for one think that it’s without a doubt the best of the three. Just like the seasons, then. 3. But-But-But Xelloss’ image song. Although the song is cute and entertaining, the singing is -- well, the singing can’t fairly be called abysmal or hideous but neither can it by any stretch be called good either. 4. Stand up! All you Ameria haters, take note: she really can sing. Extremely well. And they wrote a great song for her. So give her a little more respect and listen. 5. More Than Words Possibly the most infamous image song in Slayers history. It’s also much better than its reputation implies -- after you’ve learned to understand why Zelgadiss sounds like he does by watching the entire TRY season and finding a translation, of course. 6. Exit Running Oy, this is getting long. Let’s just say that Lina’s never let us down yet in image song territory. She does not disappoint. 7. Waru Bad Blood So what’s this? The villain gets an image song? The first few times, Valgaav’s little ditty (a tale of never-ending angst and insanity, no less) sounds like a rocker, one of the best on the CD. After the first few times, the incessantly repeated Shaking, shaking in my soul! refrain begins to make it a tale of never-ending angst and insanity just to get through it once. (I’m exaggerating for drama, of course, but the sheer word repetitive does not cover it). 8. Somewhere So, you have two choices. I could drag on this insanely long review even longer by babbling about Somewhere for hours. Or you could buy the CD or the end of TRY and see for yourself the true greatness of this Filia-sung English track. Take your pick. 9. So In The World Features Gourry doing his imitation of Xelloss. Well, not really, but it sounds so much like Xelloss’ NEXT song Secret ~ Somebody’s Message, and the awesome Matsumoto Yasonori so much like Ishida Akira, that it’s rather frightening -- no, this isn’t a reason to buy the CD by a long shot. 10. Don’t Be Discouraged The ending to TRY is insanely fast, but is worth trying to keep up. Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 1999.09.21 (Tue) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Rachel F. HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. When Lina Inverse destroyed the Dragon no Kiba (Dragon's Fang) gang, and was later encountered by a small array of vengeful bandits, Gourry Gabriev jumped in to save her. Though Lina appreciated the offer, she initially opted against accepting Gourry as a bodyguard, but Gourry's big-brotherly nature prevented him from acting otherwise. Gourry, dense as a brick, saw Lina as a younger girl in need of protection, and thus, he offered it. Gourry is the owner of the most powerful sword known to man, the mysterious Sword of Light. The Sword of Light channels its users intentions into energy, usually taking the form of a gleaming blade of light. Gourry has learned how to utilize the sword's energy in different forms, though, most notably the power of swinging it quickly downwards to form energy beam projectiles. Gourry is the swordsman of the group, and acts the role very well. He's single-minded in his protection of Lina, and even after helping Lina defeat Ruby-Eye Shabranigdu, he has resolved to follow Lina around wherever she goes. Supposedly, he has nothing better to do, and perhaps still sees himself as her guardian. Statistics Full Name: Gourry Gabriev * Alternate Spellings: (* indicates official spellings) Gaurry * (Slayers Royal) Gaurrie (?) Gaudy (Soft.Sculp. www) Gaorii Gaburiefu * (katakana) Also known as: Lina's protector / bodyguard Sex: Male Blood Type: B Hometown: Unknown Accomplishments: Assisted in the destruction of Ruby-Eye Shabranigdu, Lord of Darkness Specialty: Unknown Voice Actor (Japanese): (English): Matsumoto Yasunori Eric Stuart Appearances: Slayers 1st TV Series Slayers NEXT (TV Series) Slayers TRY (TV Series) Slayers: Legend of Darkness #1-3, #5 (Manga) Slayers: Dragon Comics Special (Manga) Slayers (Super Famicom game) Slayers Royal (Sega Saturn game) Relatives: Rowdy Gabriev? Mellyroon? One brother Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 1999.09.24 (Fri) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Xelloss HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. The author isa member of slayers universe : your #1 stop for original slayers information SLAYERS 4 the future! -- (c) 1997-2003 SLAYERS UNIVERSE: [enter -- enter with kanji] SLAYERS UNIVERSE FORUMS: [enter] 1/WORLD: [enter] 1. Atlass 2. Sairaag 3. The White Magic Capital, Saillune 4. Mane 5. Vezendy 6. Gyria 7. Dragon's Peak 8. Bezeld 9. Solaria 10. Telmoord 11. Krimzon 12. The Kingdom of Zefielia 13. Kataart Mountain Range Previous page Next page Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 2000.01.25 (Tue) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Yuu-chan HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. Lina Inverse returns to her inn one evening to find it ablaze. It seems that a particular person wished to meet her, and just so decided that Lina was going to be her lifelong rival from that night on. And, pretty much, that's how we meet Naga the Serpent. As time progresses, Naga makes a name for herself. Granted, it's not exactly "Naga, the greatest and strongest rival of Lina Inverse" as she had hoped, it's more like "Naga, the goldfish's feces" due to the fact that no matter where Lina goes, Naga's right along behind her, just like a goldfish can't get rid of... In any case, Naga's reputation is (mostly) deserved. Despite her tendencies to run experiments, quite often those which go out of control, she's a quite competent sorceress in her own right. Most people, though (usually guys), aren't concerned with her spellcasting abilities, to say the least. Naga, unlike most over-proportioned anime heroines, doesn't flaunt her assets very often. She's not shy, either, but it seems that, above all else, Naga is proud of herself, to the point of arrogance. Naga has specially developed a laugh of confidence (yes, another infamous Kodachi-laugh(tm) from Ranma 1/2) which strikes fear into the hearts of families across the continent. The whole reason she follows Lina around is that she's afraid that Lina's always looking for treasure behind Naga's back. Indeed, Naga's undoubtedly MUCH more greedy than Lina is - hard to believe, eh? The two just want to have happy lives, it seems. There is a lot of talk going around as to Naga's true origin - Amelia makes several mentions of a long-lost sister wtih a dreadful laugh and towering proportions. Naga, surprisingly, doesn't talk much about her family, as much as she talks about herself. The fact that Naga and Amelia haven't been around Lina at the same time (not even in Slayers Royal, in which Naga and Gourry 'finally' meet) lends a lot of credence to this particular rumor, though I'm still somewhat skeptical of its accuracy. But then again, they'd both be of royal lineage, they both have similar hair, and they both beat Lina 2-to-1 in physical development. Naga - or someone just like her with different-colored hair - has even been spotted in an episode of the first TV series... I think Amelia pulls a double-take when she walks by. Statistics Full Name: Naga, the Serpent * Alternate Spellings: (* indicates official spellings) Nahga Naga, the White Snake Saapento no Naaga * (katakana) Shiro-hebi no Naaga * (kanji & katakana) Also known as: Naga, the goldfish's feces (for following Lina around like...) Lina's strongest and greatest rival (in her own mind) Sex: Female Blood Type: [unknown] Hometown: Unknown Accomplishments: * Constantly annoys Lina to no end. * Aided in the defeat of Galev Specialty: Summoning magic Voice Actress (Japanese): (English): Kawamura Maria Kelly Manison Appearances: Slayers: Legend of Darkness #4 (Manga) Slayers: The Motion Picture Slayers: Return (Movie) Slayers G (Movie) Slayers Special 1-3 (OVA) Slayers (Super Famicom game) Slayers Royal (Sega Saturn game) Relatives: Unknown Rumored : Amelia Wil Tesla Saillune (sister) Rumored : Phil el de Saillune (father) Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 2000.01.25 (Tue) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Xelloss HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. The second OVA series seems to take place before the second one, but like the other OVAs, these stories are based off of the Slayers Special series of short stories. The episode, like a good half of all Slayers stories if not more, begins with Lina eating at an inn somewhere. A commotion arises, and most of the people start running outside for some reason, but that's not going to stop Lina from finishing her meal. Some guy tries to persuade her to leave, reminiscing about his lost noodles, while the roof caves in. Somehow, everyone makes it out safely, and when someone is revealed to still be inside the inn, Lina enters a flashback. A scene, very much like the one just now, shows Lina outside a burning inn. She demands to be let back inside, saying that she had some very important luggage (carrying MUCH more important magical artifacts) inside. The guy restraining her reminisces about his Haniwa doll collection, but Lina insists that they're completely different situations. Then someone notices a woman standing atop the blazing inn. (We all recognize her as Naga, but this is the first time Lina met her.) The stranger points to the gathered people, calling forth "Lina Inverse!" Lina tries to act innocent, but the stranger points her out by a much-too embarassing description. The stranger challenges Lina, the "Lord of Evil" to a fight, and Lina says, "Okay, come on down from there!" The stranger hadn't realized her predicament, and hadn't prepared a flight spell, so Lina helps her off the roof with a friendly ball of flame. The stranger is crisply toasted, and Lina walks off without a scratch. The next day, the stranger chases down Lina, and introduces herself as Naga, the White Serpent. Lina pretends to have forgotten her, but Naga isn't done yet, and challenges her again! She prepares a demonic spell, holding her hands high... ...and poking herself in the ears with her ridiculously pointed shoulder-guards. Naga still wants to fight, though! She ends up losing, quickly, and once Lina think she's given up, Naga taunts her again, and Lina smacks her up with a Dill Brand spell. "And so, that was the last I'd hear of my self-proclaimed rival, Naga the White Serpent. ... or so, I thought. But even now, she's still following me around..." Standing outside the most recently destroyed inn, Naga is explaining yet again to Lina why the inn was blown up. The locals overhear, though, and demand repayment for the destroyed property. A fight begins to ensue, but the local elder happens by and offers a challenge. There seems to be an ancient mansion nearby, which the younger citizens seem to be wandering into and disappearing. Lina and Naga are implored to investigate; Lina doesn't want to get wrapped up in it, but apparently she's got a tab at the restaurant, and in the midst of a giant argument, she decides to go ahead since it's easier than proving she's right. Lina's more than a little upset at that, but Naga points out that there's probably a great deal of treasure inside. They enter the labyrinthine mansion, wandering around for a long time. Lina marks her path with arrows so they don't get lost. They encounter a locked door, so Naga decides to use her magic to open it. She pokes herself in the ears again, so Lina decides to search for a hidden lock, and easily finds one, opening the door. Bad idea, since there's a horde of zombies behind it. The two sorceresses flee, losing their way in the midst of the labyrinth. They come to a large room, populated by a horde of ghosts, which Lina easily dispatches. They find a giant statue, the representation of the vampire Schteindolf who resides in the mansion. They anger the vampire, causing him to take flight to the town and feast on the villagers, which is bad for them, but good for Lina and Naga, the treasure-robbers. Lina and Naga think about the situation, though, realizing what's going on. The villagers have been sending people to the labyrinth as tribute to the vampire; the people trapped within the labyrinth become food for the vampire, who then no longer has to invade the village. Instead of sending their own people, the villagers con passers-by into entering the labyrinth instead.Just when they're about to open the treasure, though, Schteindolf returns, and he ain't happy. He challenges the two girls to a duel - Naga takes him up on that, hand on the pommel of her sword. Drama builds, but when Schteindolf draws his sword, Naga can't: "It's stuck." Lina uses the diversion to Mega Brand the vampire. It didn't work, though, and now Schteindolf swears to reveal his true form. Unfortunately for him, it's nearing daylight and he's grown weak, so he's nothing more than a pipsqueak bat. Lina smacks up the vampire, using the pink bunny slipper she carries around for just such a purpose. When gathering up their treasure, the two start bickering over who did the most work, and it eventually comes out that Naga, being such a good civil servant as she is, erased Lina's arrows, thinking that it was just graffiti on the walls. But never fear, Naga knows a way out of the labyrinth - just blow a hole through the domed ceiling. Problem with domes is that the center of the dome bears a good deal of weight, and this causes the mansion to come crashing to the ground. And of course, Naga's the first to complain about the thirty tons of rocks that come crashing down atop them, too... 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Black Magic / Curses and Summoning Spells Gaia Graze / gaia gureizu Necro Vuud / nekuro vuudo Raugnut Rusyavuna / raugunuto rushavuna Vun Ga Ruim / vun ga ruim Zelas Gort / zerasu gooto (aka Summon Jellyfish) Black Magic / Offensive Spells Balus Rod / barusu roddo (aka Valis Rod) Blast Ash / burasuto asshu (aka Brass Ash, Black Occult Field) Blast Wave / burasuto ueivu Boost / buusuto Dark Claw / daaku kurou Disfang / disfangu Dolph Strash / darufu sutorasshu Dolph Zork / darufu zooku Dragu Slave / doragu sureibu (aka Dragon Slave, Drug Slave, Drag Slave) Dynast Brass / dainasuto burasu Dynast Breath / dainasuto buresu Ferrous Bleed / ferisu buriido (aka Fehris Bleed, Fearous Bleed, Fertous Bleed (?)) Flame Breath / fureimu buresu Gaav Flare / gaavu furea (aka Garv Flare, Darm Flare, Demon Dragon Inferno Howl) Giga Slave / giga sureibu Hell Blast / heru burasuto Laguna Blade / raguna bureedo (aka Ragna Blade) Laguna Blast / raguna burasuto Ruby-Eye Blade / rubii ai bureedo Zelas Brid / zerasu buriddo (aka Zelias-Bleed, Zelas Bleed) Shamanism / Air Group Aero Bomb / earo bomu Air Valm / ea varumu Arc Brass / aaku burasu Bomb Di Wind / bomu di win Bram Fang / buramu fangu Bram Gush / buramu gasshu (aka Blam Gush) Dam Brass / damu burasu (aka Vibration Blast) Diem Claw / dimu kurou Diem Wind / dimu win (aka Diem Wing, Demon Wind) Digu Volt / digu voruto (aka Digger Volt) Dimilar Wind / dimiraawin Levitation / rebiteeshon Mono Volt / mono voruto Raywing / rei uingu Raza Klouva / raza kurouva Scatter-Bleed / sukattaa buriddo (aka Scatter Brid) Wind Brid / uindo buriddo Windy Shield / windii shiirudo Shamanism / Earth Group Bephis Bring / befisu buringu (aka Befis Bring, Earth Spirit Road) Blade Haut / bureedo hauto Bogardic Elm / bogaadikku erumu Dill Brand / diru burando (aka Dare Brando, Explosion Array, Explosive Array) Dug Break / dagu bureiku Dug Haut / dagu hauto (aka Stone Spiker) Dug Wave / dagu ueibu Gray Bomb / gurei bomu Mega Brand / mega burando (aka Mega Brunt) Mega Vraimer / mega vuraima Vigarthagaia / viigassugaia Vlave Howl / vureibu hauru Vu Raywa / vu reiwa (aka Stone Ghost) Vu Vraimer / vu vuraimaa (aka Spiritual Curse) Shamanism / Fire Group Balus Wall / barusu wooru (aka Valis Wall) Bamu Rod (aka Bomb Rod) Blast Bomb / burasuto bomu Bomb Sprid / bomu supuriddo (aka Bomb Spread) Burst Flare / baasuto furea Burst Rond / baasuto rondo Fireball / faiaa booru Flare Arrow / furea aroo Flare Bit / furea bitto (aka Inferno Array) Flare Lance / furea ransu Flare Seal / furea shiiru Rune Flare / ruun furea Val-Flare / varu furea (aka Va Ru Flare) Vice Flare / vaisu furea Shamanism / Spirit Group Assha Dist / asshaa disuto Astral Break / asutoraru bureiku Astral Vine / asutoraru vain Bram Blazer / buramu bureizaa (aka Drum Blazer, Blue Magic Wave) Divine / Search / tansaku Elmekia Flame / erumekia fureimu Elmekia Lance / erumekia ransu (aka Flash Lance) Fehlzareid / feruzareedo Gark Ruhaad / garuku ruhaado Goz Vu Rou / gozu vu rou Gu Lu Douger / gu ru duuga Guumueon / guumuion Guy la Douger / gai ra duuga Illusion / iryuujon Protect / purotekuto Puppet / kugutsu Ra Tilt / ra tiruto Shadow Snap / shadoo sunappu Shadow Web / shadou uebu, shadou uebbu (aka Shadow Wave) Telepathy / terepashii Visfarank / visufaranku Vision / vijon Shamanism / Water Group Aqua Breathe / akua buriizu Aqua Create / akua kureito Dark Mist / daaku misuto Demona Crystal / demona kurisutaru (aka Demonic Crystal) Dust Chip / dasuto chippu Freeze Arrow / furiizu aroo Freeze Bullet / furiizu buritto (aka Freeze Brid, Freeze Bleed) Freeze Rain / furiizu rein Gray Buster / gurei basutaa Howl Freeze / hauru furiizu Icicle Lance / aishikuru ransu Kyu Kyum Spin / kyukyumu supin (aka Sea Cucumber Spin) Ly Briem / raiburimu Sea Blast / shiiburasuto Swightflange / suaitofurangu Van Rehl / van reiru (aka Van Rail) Vice Freeze / vaisu furiizu White Magic Chaos String / kaosu sutoringu Chaotic Disintegrate / kaotikku disutingureito Counter-Sleeping / suriipingu de neteru-hito o okosu-sube Defense / bougyo no jumon Dicleary / dikuriarii (aka Detoxify) Disenchant / kaiju Ext Ball / ekusuto booru Fishing Spell / iregui no jumon Flow Break / furou bureiku Holy Bless / hoorii buresu Holy Resist / hoorii rezasuto Laphas Seed / rafasu shiido Lighting / raitingu Lock / rokku Megido Flare / megido furea Mos Varim / mosu varimu Ray Freeze / reifuriizu Recovery / rikabarii Resurrection / rizarekushon Rune Breaker / ruun bureikaa Sleeping / suriipingu Unlock / anrokku Valmaceid / varumashiido Vas Gluudo / vasu guruudo Anime - Books - Multimedia - Background --- Resources - Production --- Search - Contact Last modified: 2004.04.05 (Mon) This page (is part of Slayers Universe Slayers Copyright (c) 1989-2003 Hajime Kanzaka / Rui Araizumi / Kadokawa Shoten / TV TOKYO / SOFTX / Marubeni Page content is copyright (c)1997-2003 by Xelloss HTML and scripting are copyright (c)1997-2003 by Xelloss (Andre Germain)and are not to be altered or reproduced without permission. Information translated by Yuu-chan from the Encyclopedia Slayers; edited by Xelloss Diagram from Slayers TRY Collection #2, page 79 A World Resting on Top of the Sea of Chaos Nobody knows how long ago or for how long the Sea of Chaos has existed. Projecting from the Sea of Chaos are four "staffs," and Slayers takes place on one of these staffs. (ed: Hajime Kanzaka's other major work, Lost Universe, takes place on another plane, with Dark Star and Vorfeed.) Until the passing of Hellmaster Fiblizo, the part of the world where Lina's adventures took place was sealed off from the rest of the world by a "god-sealing field." Since there is not much data on the world outside of the field, what will be explained here is the worldview held by the people within the field. The Existence of Gods and Mazoku On each of the "staffs," there is a God and a Demon Lord. The God, striving to protect the staff holding up the world, and the Demon Lord, trying to take control of the staff, are at odds. In Lina's world, both God and Demon king fell into submission with neither force being victorious. However, both forces are not truly dead, but have left behind parts of themselves: these are the Mazoku and the Gods (shinzoku). What the Claire Bible Says About the World In the world of Slayers, there exists something called a Claire Bible. Originally, this was the Water Dragon Lord's knowledge, which continues to exist as a dimensional warp after his defeat. Simply put, this is like a huge database of knowledge about the world. Because of that, the Claire Bible cannot answer questions like "Who's thinking what?" but it can reveal any knowledge possessed by the Gods. The information from the Claire Bible implies that the previous worldview held by people is wrong, due to the fact that the Claire Bible says the Sea of Chaos is not a "place" but instead is a "being." This means that the "staffs" and the "worlds" are only parts of the Sea of Chaos... 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